

Fig. 1

Fig. 2

(a)

M SEQUENCE 1-1 (PHYSICAL RANDOM NUMBER: 0)		1	2	3	4	FF 5	...	16	17
TIMING	t(1)	1	1	1	1	1	...	1	1
	t(2)	0	1	1	1	1	...	1	1
	t(3)	0	0	1	1	1	...	1	1
	t(4)	0	0	0	1	1	...	1	1
	t(5)	1	0	0	0	1	...	1	1
	t(6)	1	1	0	0	0	...	1	1
	
	
	t(2 ¹⁷ -1)	1	1	1	1	1	...	1	0

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(b)

M SEQUENCE 1-2 (PHYSICAL RANDOM NUMBER: 1)		1	2	3	4	FF 5	...	16	17
TIMING	t(1)	0	0	0	0	0	...	0	0
	t(2)	1	0	0	0	0	...	0	0
	t(3)	1	1	0	0	0	...	0	0
	t(4)	1	1	1	0	0	...	0	0
	t(5)	0	1	1	1	0	...	0	0
	t(6)	0	0	1	1	1	...	0	0
	
	
	t(2 ¹⁷ -1)	0	0	0	0	0	...	0	1

14: PHYSICAL RANDOM NUMBER GENERATION SECTION

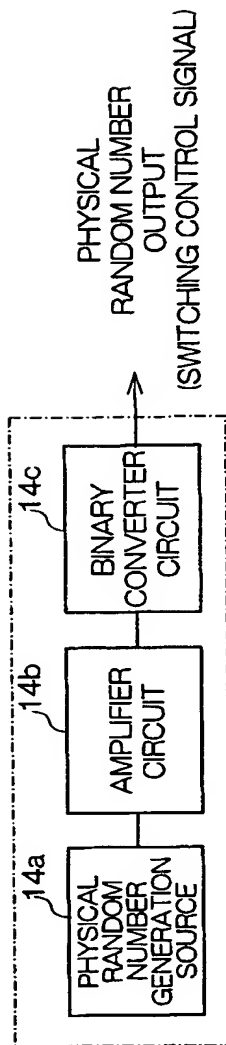


Fig. 3

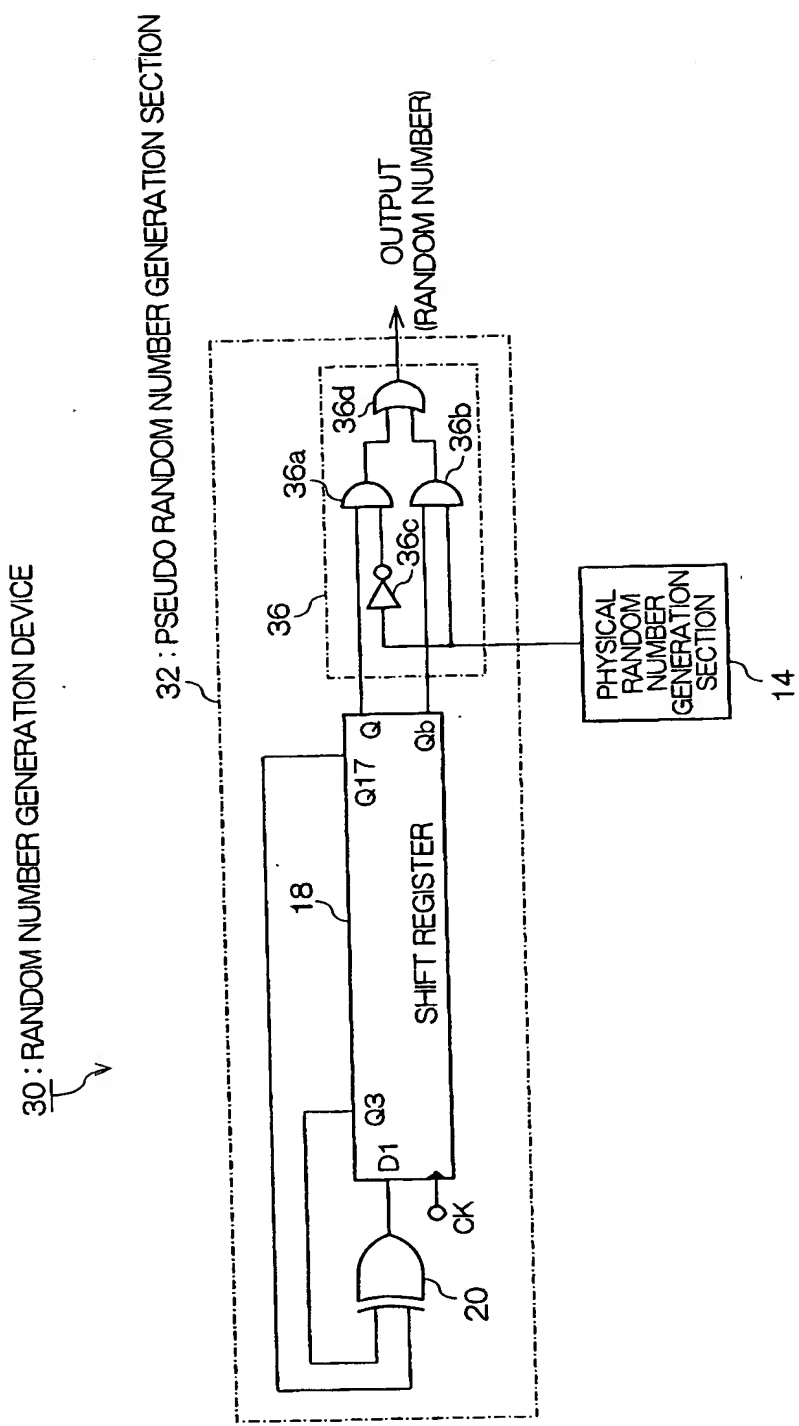


Fig. 4

40 : RANDOM NUMBER GENERATION DEVICE

42 : PSEUDO RANDOM NUMBER GENERATION SECTION

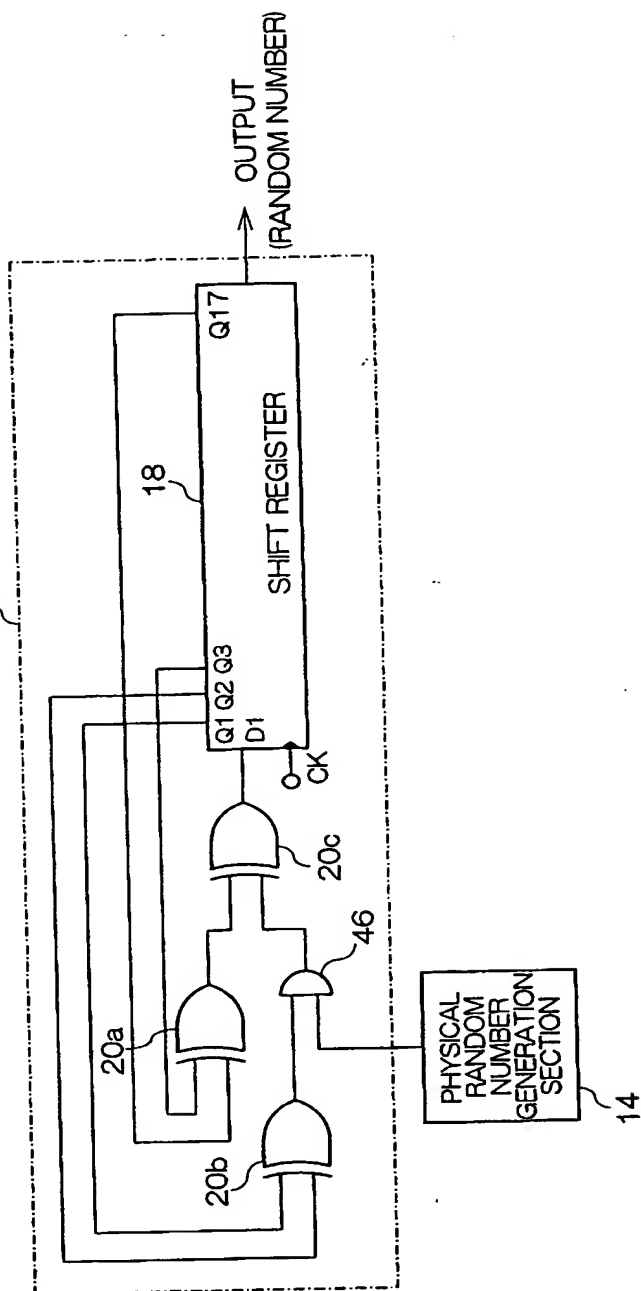


Fig. 5

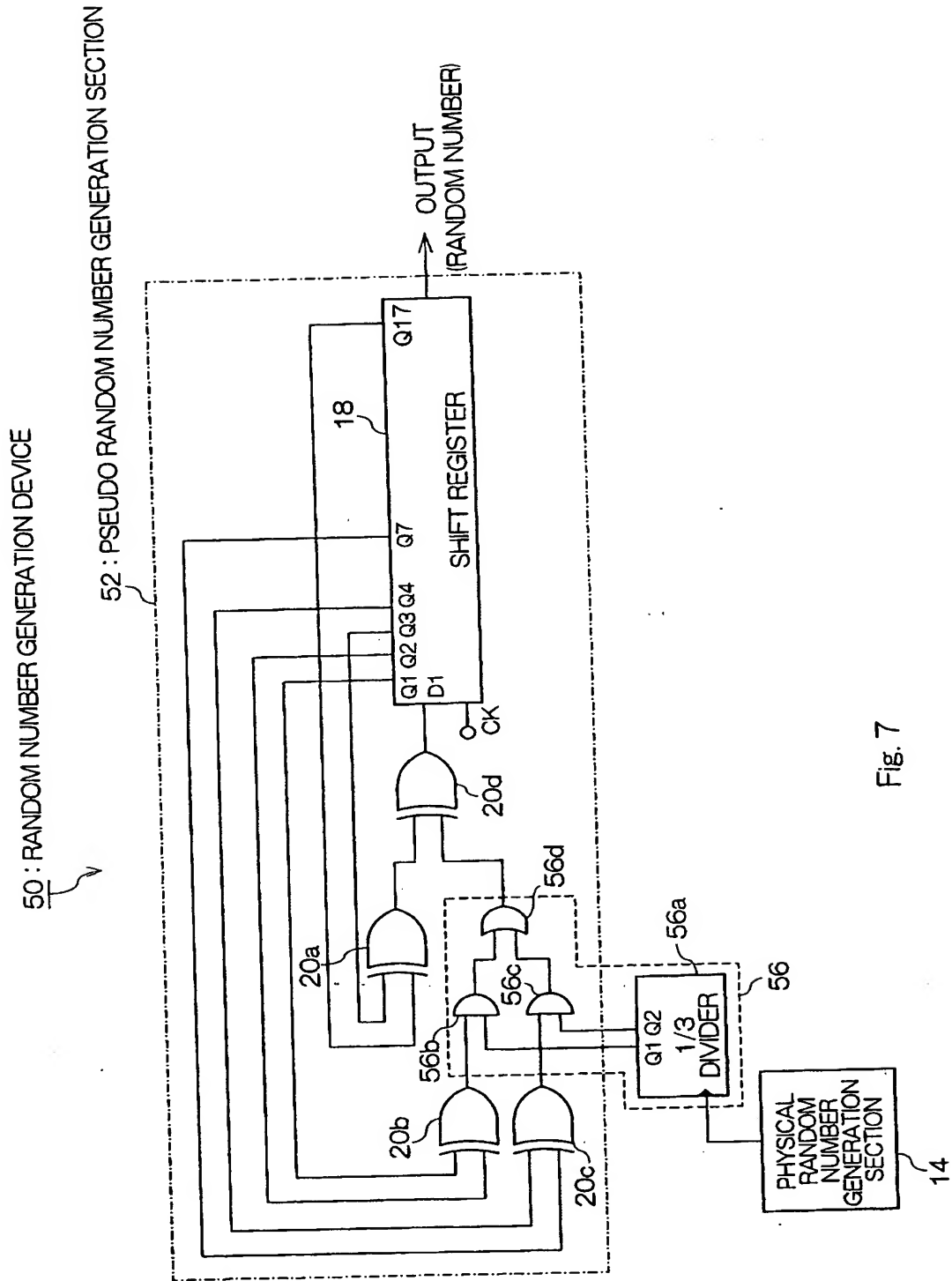


Fig. 7

Fig. 8

M SEQUENCE 4-1 (Q1=0, Q2=0)		1	2	3	4	5	...	16	17
(a)	TIMING								
	t(1)	1	1	1	1	1	...	1	1
	t(2)	0	1	1	1	1	...	1	1
	t(3)	0	0	1	1	1	...	1	1
	t(4)	0	0	0	1	1	...	1	1
	t(5)	1	0	0	0	1	...	1	1
	t(6)	1	1	0	0	0	...	1	1
	
	t(2 ¹⁷ -1)	1	1	1	1	1	...	1	0

M SEQUENCE 4-2 (Q1=1, Q2=0)		1	2	3	4	5	...	16	17
(b)	TIMING								
	t(1)	1	1	1	1	1	...	1	1
	t(2)	0	1	1	1	1	...	1	1
	t(3)	1	0	1	1	1	...	1	1
	t(4)	0	1	0	1	1	...	1	1
	t(5)	0	0	1	0	1	...	1	1
	t(6)	0	0	0	1	0	...	1	1
	
	t(2 ¹⁷ -1)	1	1	1	1	1	...	1	0

M SEQUENCE 4-3 (Q1=0, Q2=1)		1	2	3	4	5	...	16	17
(c)	TIMING								
	t(1)	1	1	1	1	1	...	1	1
	t(2)	0	1	1	1	1	...	1	1
	t(3)	0	0	1	1	1	...	1	1
	t(4)	0	0	0	1	1	...	1	1
	t(5)	1	0	0	0	1	...	1	1
	t(6)	0	1	0	0	0	...	1	1
	
	t(2 ¹⁷ -1)	1	1	1	1	1	...	1	0

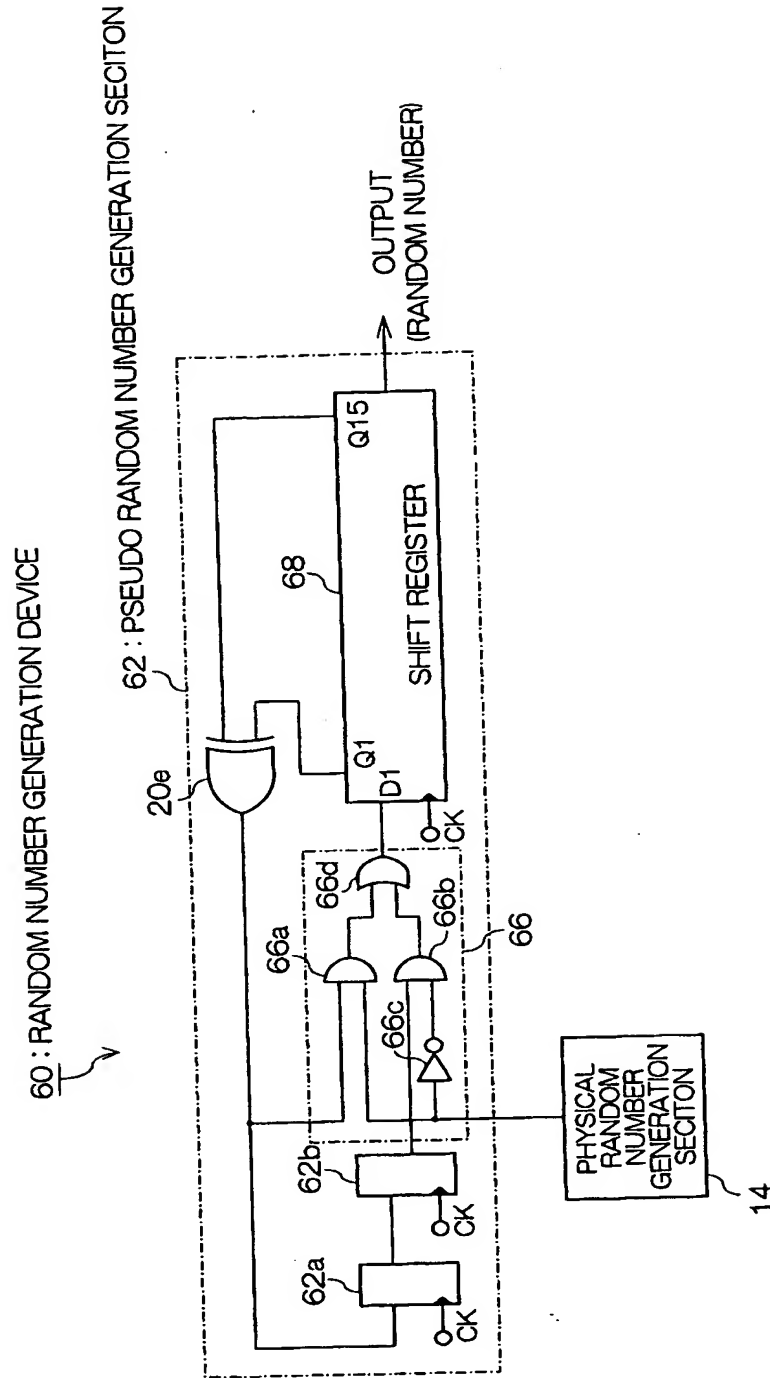


Fig. 10

M SEQUENCE 5-1 (PHYSICAL RANDOM NUMBER : 0)		FF							
		1	2	3	4	5	...	16	17
(a)	TIMING	t(1)	1	1	1	1	...	1	1
		t(2)	0	1	1	1	...	1	1
		t(3)	0	0	1	1	...	1	1
		t(4)	0	0	0	1	...	1	1
		t(5)	1	0	0	0	...	1	1
		t(6)	1	1	0	0	...	1	1
		
		
		t(2 ¹⁷ -1)	1	1	1	1	...	1	0

M SEQUENCE 5-2 (PHYSICAL RANDOM NUMBER : 1)		FF							
		1	2	3	4	5	...	14	15
(b)	TIMING	t(1)	1	1	1	1	...	1	1
		t(2)	0	1	1	1	...	1	1
		t(3)	1	0	1	1	...	1	1
		t(4)	0	1	0	1	...	1	1
		t(5)	1	0	1	0	...	1	1
		t(6)	1	1	0	1	...	1	1
		
		
		t(2 ¹⁷ -1)	1	1	1	1	...	1	0

70 : RANDOM NUMBER GENERATION DEVICE

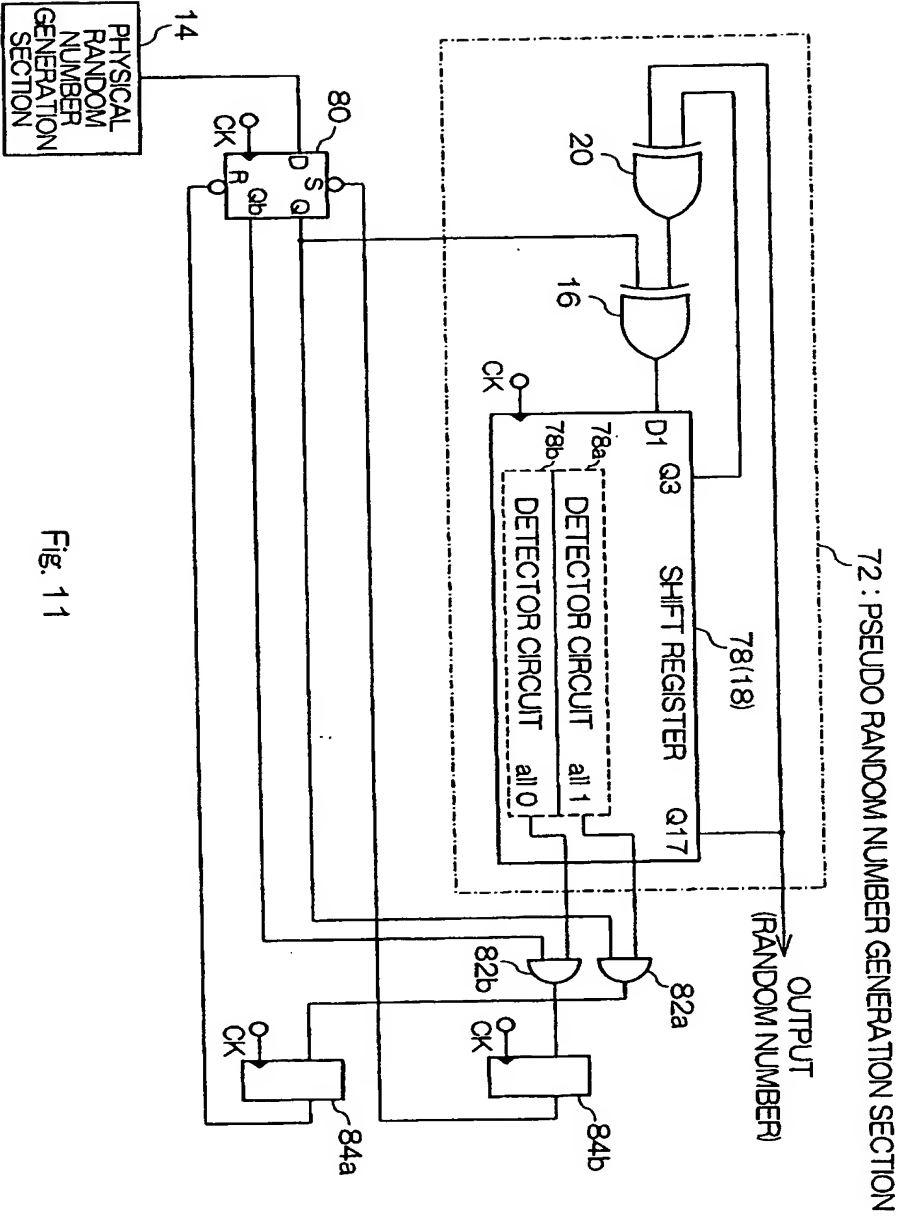


Fig. 11